GAME & WATCH™
PANORAMA SCREEN

MARIO'S Bombs Away™

(TB-94)

INSTRUCTION

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Nintendo®

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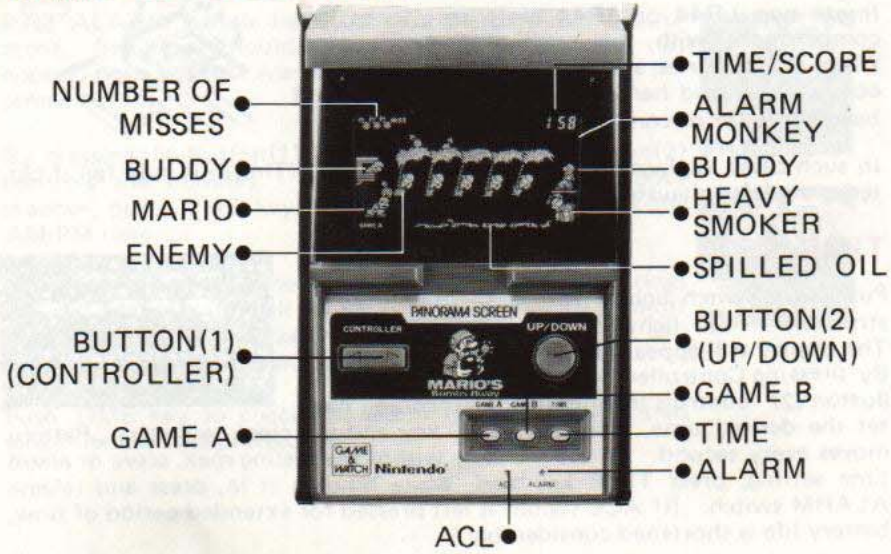
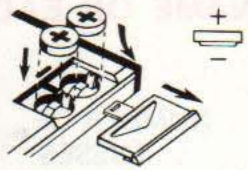
NAME OF EACH PART



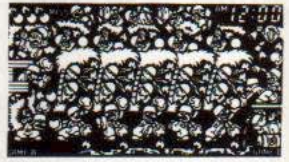
INSERTING THE BATTERIES



Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET



Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold down. The display will appear as illustrated.
By pressing Controller, you will control the hours. Button (2) controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If Bell mark does not appear, push again.) Alarm is set when Bell mark is on the screen.

By pressing the Button(1) you control the hours. Button(2) controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM time.

When pre-set alarm time is reached, Alarm Monkey rings the bell. He rings the bell for about one minute. To turn off manually, press TIME key. Alarm Monkey rings the bell without sound during game play.

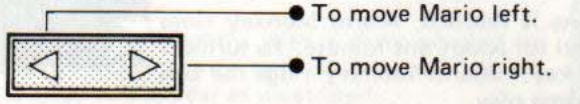
Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Mario's orders are to go into the jungle, receive a bomb from his buddy on the left side, then deliver it to his buddy on the right side to blow up the enemy. The enemy tries to blow up the bomb with torches while Mario is running with it. The Heavy Smoker tries to ignite the spilled oil to blow up Mario's bomb. Mario has to raise and lower the bomb to maneuver the bomb safely to his buddies.

(Control Button)

1) Button (1)



2) Button (2) Press, and Mario will move bomb up and down.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* To erase high score from memory, press ACL switch or remove batteries.
* A game is not interrupted even if TIME key or other game key is depressed during game play.
* Game A is for beginners and average players. Game B is for the pros. (In Game B, the number of enemy torches increases, and the action speeds up more than in Game A. It's tougher for Mario to carry out his orders!)

(Points)

1 point when Mario advances one step to the right side holding a bomb.
5 points when Mario delivers the bomb to his buddy on the right side.
10 points when 5 bombs are dropped on the enemy.
(Maximum score displayed is 999 points.)

(Miss)

When Mario loses to a torch or oil fire, he gets blown up and has to retreat to his side of the screen.
Three misses and game ends.
(When game is over, the time display function will return after about 4 minutes.)

(Bonus)

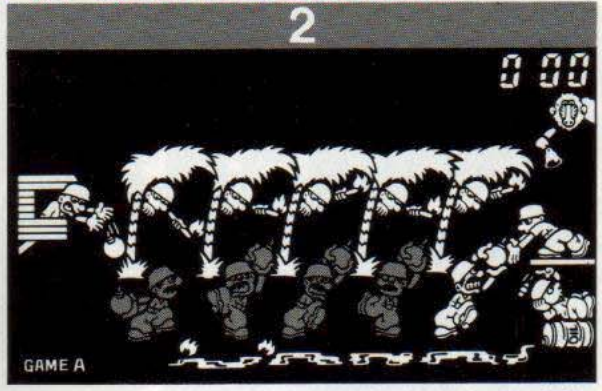
When score reaches 300 points and there is one or two misses, all the misses are cleared with fanfare. If there are no misses when a 300 score is reached, game goes into "CHANCE TIME". During CHANCE-TIME, the score flashes and all the points are awarded at double value until a miss is scored.

THE OPERATION OF CONTROL BUTTONS

1

When the GAME START music sounds, Mario appears on the left side and gets a bomb from his buddy.

2



Using the Button(1), move Mario right to deliver the bomb to his buddy on the right side.

3

The enemies are hiding behind trees. They try to blow up the bomb with their torches. Button(2) moves Mario's hands up and down to dodge the flames.

4

Mario must also sidestep the spilled oil.

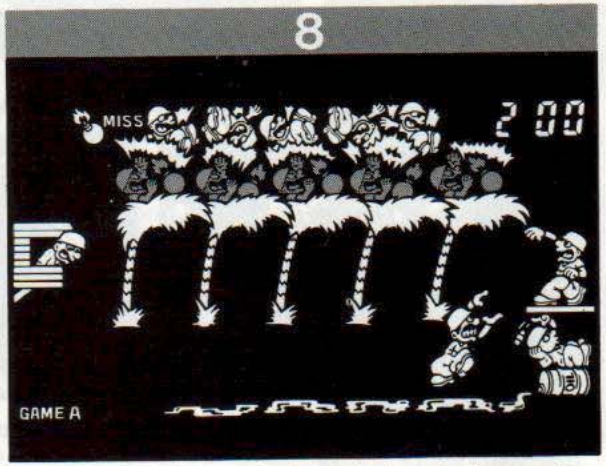
5

Button(1) moves Mario left and right to avoid the torches.

6

Mario's buddy will try to reach for the bomb on the right side of the screen. Try to deliver it to him while he has his hands out.

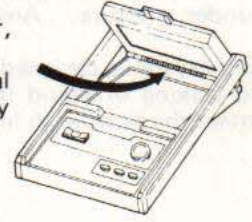
When Mario's buddy gets the bomb, he throws it on the enemy's head.



Then, Mario goes back into the jungle for another bomb. Deliver 5 bombs to the enemy and wipe them out!

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid storage at an extreme temperature or any heavy shocks.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As the unit is a precision instrument, do not attempt to take it apart.
5. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
6. Do not place hand in the screen part of the unit. Light is required to enter into the unit from the upper side of screen.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner, benzine or alcohol for wiping.
9. Be careful not to press the liquid crystal display heavily, otherwise, the display may fail.



Batteries and Liquid Crystal

Batteries

1. When batteries are removed from GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery should be swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

* The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 98mm(W) x 21mm(H) x 146.5mm(D)
Net Weight	: 205 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

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